

EAST LONG BEACH PONY BASEBALL

Member of PONY Baseball, Inc.

Operating Policy / Procedure – ELB Specific Playing Rules

POLICY / PURPOSE STATEMENT

The Board of Directors of East Long Beach Pony Baseball (ELBPB) has adopted the following policy and procedure for ELBPB Specific Playing Rules.

The ELBPB Board of Directors is committed to ensure the best possible baseball experience for the members of our league. League Policies and Procedures have been established and agreed upon by a majority decision (vote), by the Board of Directors in accordance with the following:

- (1) The best interest of the majority of the league;
- (2) The best interest of an individual (when it does not conflict with #1);
- (3) The progressive direction and vision for the future of the league (when it does not conflict with #1 and #2).

The following information is designed to define and clarify the playing and administrative rules that will be followed during the season at ELBPB. Play shall be governed first by:

- (1) Official Baseball Rules: “The Sporting News” edition ;
- (2) With only those exceptions which are necessary in a youth program as listed in the official PONY Baseball Rulebook;
- (3) In all instances unless otherwise noted here.

This addendum shall take precedence over any previous version.

This policy / procedure may only be amended by a majority vote of the ELBPB Board of Directors prior to the start of the regular season.

ROOKIE DIVISION RULES

1 – TEAMS

A. Teams shall be composed of no more than thirteen (13) players. Roster will consist of (4) four year old players only. The names of these players shall be registered with the league Player Agent. The only exception shall be made in compliance with ELBPB Team Placement Policy.

2 – EQUIPMENT

A. Rubber soled or rubber cleated shoes are permitted. Metal cleats are prohibited.

3 – PLAYING RULES

A: The entire roster of players present for the game shall bat in rotation. Any late players must be included at the bottom of the batting order.

Rookie Playing Rules:

Field Preparation, Maintenance & Clean-up

1. Fields will only be re-chalked every other game if needed (use a broom or rake to touch up the field between games as needed).
2. Halfway lines will be chalked between 1st & 2nd, 2nd & 3rd and 3rd & home.
3. Rover position line will be chalked 10 feet behind second base and 4 feet long.
4. Home Team is responsible for preparing (chalk, bases, etc.) the field before games, and watering and dragging the field after the last game of the night. Ensure everything is put away and locked up if you are the last team there.
5. Both Home & Visitors fans are responsible for the cleanup of the stands and section after each game.

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Game Rules

1. Coach's will pitch over-hand to the batters, and may pitch from any reasonable distance.
2. Each batter gets 6 total pitches/Tee swings to hit the ball (combination between pitched ball and swings off the Tee are up to the Coach).
3. Players must play *every other* inning in the infield (Rover is considered an infield position).
4. If a batted ball hits the Coach who pitched the ball, the play will be ruled dead and the batter will hit again (that pitch will not count as one of the 6 pitches).
5. After a ball has been hit, the play will be considered over when an infielder calls time-out while they are in possession of the ball and within the baselines.
6. Pitchers must have one foot touching the base of the pitchers mound (could be the front or sides) to be considered in position (No lines/circle will be drawn).
7. Infielder shouldn't play more than 5 feet in front of the baselines for any batter (this is for the kid's safety).
8. Outfielders must play on the edge of the grass/dirt line on the field.
9. Rovers must start every play in contact with the rover line behind second base.
10. Do not send the on deck batter to the plate to hit until the previous play has been stopped and the Coach has the ball (this is for the kid's safety).
11. Runners may continue to advance until the play has been stopped via Time-out. If the runner is halfway or more when time is called, they will be awarded the base they were headed to (as long as any runner in front of them is halfway or doesn't force their return to the base they were coming from). If the runner is not halfway they will return to the base they were coming from.
12. No stealing of bases. Runners may only advance after the ball has been hit.
13. Outs will not determine the change of a half inning. Each team will bat half their lineup one inning, and the other half the next.
14. Last batter of each inning will hit and run for a Home Run. The defense will return the ball to the pitcher as the player runs around the bases.
15. Defensive coach's can stand out in the field during defense, and one defensive coach will be behind the plate with the catchers (this is for the kid's safety).

Only League provided Shetland Division Official Pony Baseballs will be used during games.

There will be no playoffs or All-Stars at the end of the regular season in the Rookie division.

4 – LENGTH OF GAMES

- A. Games will have a 1-hour time limit. Games will expire at the 1-hour time limit.

SHETLAND DIVISION RULES

1 – TEAMS

- A. Teams shall be composed of no more than thirteen (13) players and should not exceed more than eight (8) players of the older age. The names of these players shall be registered with the league Player Agent. The only exception shall be made in compliance with ELBPB Team Placement Policy.

2 – EQUIPMENT

- A. Rubber soled or rubber cleated shoes are permitted. Metal cleats are prohibited.

3 – PLAYING RULES

- A: The entire roster of players present for the game shall bat in rotation. Any late players must be included at the bottom of the batting order.

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4 – MANAGERS AND COACHES

A. Managers and coaches are not required to be dressed in full baseball uniforms. However, in order to promote a more professional atmosphere, coaches should wear team apparel or team colors. Conflicting team apparel should be avoided.

Field Preparation, Maintenance & Clean-up

1. Fields will only be re-chalked every other game if needed (use a broom or rake to touch up the field between games as needed).
2. Halfway lines will be chalked between 1st & 2nd, 2nd & 3rd and 3rd & home.
3. Rover position line will be chalked 10 feet behind second base and 4 feet long. Home Team is responsible for preparing (chalk, bases, etc.) the field before games, and watering and dragging the field after the last game of the night. Ensure everything is put away and locked up if you are the last team there.
4. Both Home & Visitors fans are responsible for the cleanup of the stands and section after each game.

Game Rules

1. Coach's will pitch over-hand to the batters, and may pitch from any reasonable distance.
2. Each batter gets 6 total pitches/Tee swings to hit the ball (combination between pitched ball and swings off the Tee are up to the Coach).
3. Strike outs will be in effect **2nd Half of the Season**
4. Players must play *every other* inning in the infield (Rover is considered an infield position).
5. If a batted ball hits the Coach who pitched the ball, the play will be ruled dead and the batter will hit again (that pitch will not count as one of the 6 pitches).
6. After a ball has been hit, the play will be considered over when an infielder calls time-out while they are in possession of the ball and within the baselines.
7. Pitchers must have one foot touching the base of the pitchers mound (could be the front or sides) to be considered in position (No lines/circle will be drawn).
8. Infielder shouldn't play more than 5 feet in front of the baselines for any batter (this is for the kid's safety).
9. Outfielders must play on the edge of the grass/dirt line on the field.
10. Rovers must start every play in contact with the rover line behind second base.
11. Do not send the on deck batter to the plate to hit until the previous play has been stopped and the Coach has the ball (this is for the kid's safety).
12. Runners may continue to advance until the play has been stopped via Time-out. If the runner is halfway or more when time is called, they will be awarded the base they were headed to (as long as any runner in front of them is halfway or doesn't force their return to the base they were coming from). If the runner is not halfway they will return to the base they were coming from.
13. No stealing of bases. Runners may only advance after the ball has been hit.

1st Half of the Season Special Rules

1. Outs will not determine the change of a half inning. Each team will bat half their lineup one inning, and the other half the next.
2. Last batter of each inning will hit and run for a Home Run. The defense will return the ball to the pitcher as the player runs around the bases.
3. Defensive coach's can stand out in the field during defense, and one defensive coach will be behind the plate with the catchers (this is for the kid's safety).

2nd Half of the Season Special Rules (A Coaches meeting will be held to signal the 2nd Half of the Season which will begin the first Monday in April)

1. 3 out rule is in effect. An inning will end when the defensive team gets 3 outs or the offense scores 5 runs.
2. Two defensive coach's are allowed on the field, one down the Right Field line and

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the other down the Left Field line about 15 feet past the bases. One defensive coach will be behind the plate with the catchers (this is for the kid's safety).

3. Still rotate between infield and outfield
4. When using the T, **ALL** baserunners may only advance a maximum of one base
5. Strike out rule in effect.

Play-offs

1. Same rules as the 2nd half of the season.
 1. Same rules as the 2nd half of the season. (eliminate the rest of this sentence)
 2. Games shall be a duration of one-hour, observing the "no new inning" rule. That is, if the top half of an inning is started before the expiration of the hour, then the hour expires, the bottom half must be played if the home team is behind.
 3. Maximum number of innings in a Shetland playoff game is five (5), time permitting. The only exception will be if the game is tied, the game shall continue until a winner is determined.
 4. During the first four innings, a maximum of five runs can be scored.
 5. During the fifth inning, and all subsequent innings (if necessary) a maximum of ten runs can be scored.
 6. Mercy rule: the game shall be over when one victory for one team becomes mathematically impossible.
 7. Prior to the start of the playoffs, there shall be a meeting held among the Shetland director and all Shetland managers for a "blind draw" for playoff seeding. Managers may send a representative in their place.
 8. The Shetland playoffs shall be a single elimination tournament.

5 – LENGTH OF GAMES

- A. Games will have a 1-hour time limit. Games will expire at the 1-hour time limit.

PINTO DIVISION RULES

1 – TEAMS

- A. Teams shall be composed of no more than twelve (12) players and should not exceed more than eight (8) players of the older age. The names of these players shall be registered with the league Player Agent. The only exception shall be made in compliance with ELBPB Team Placement Policy.

2 – EQUIPMENT

- A. Rubber soled or rubber cleated shoes are permitted. Metal cleats are prohibited.

3 – PLAYING RULES

- A. The entire roster of players present for the game shall bat in rotation. Any late players must be included at the bottom of the batting order.

B. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave the base before the ball leaves the pitcher's hand shall be called out IF the batter hits the ball. The pitch shall be considered as a DELAYED dead ball & play shall continue to its finality, if a batter fails to hit the ball while runner leaves early, the runner shall be returned to their previous base with No Penalty.

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The runner occupying third base may only score at home plate under the following conditions:

- (1) Ball put in play.
- (2) When the base runner is forced home on a bases loaded walk or hit by the pitch
- (3) Home plate becomes open in the **2nd half of the season, starting the first Monday in April**. A runner may steal home on a wild pitch, passed ball, or overthrow by any player.

H.E.1. If a runner is occupying third base and is being held there by a player possessing the ball he cannot score at home plate as the ball is thrown to the pitcher

H.E.2. If a runner occupying first base attempts to steal second base and the catcher throws to second base, a runner occupying third base cannot score at home plate until home plate becomes open **2nd half of the season**.

**Note: Occupying – a runner is determined to occupy whatever base they are on or closest to at the conclusion of a play.*

***Conclusion of play occurs when:*

9. *The pitcher has the ball in the mound area with the intent to pitch to the next batter (umpire's judgment);*
10. *The umpire has granted an offensive or defensive time out;*
11. *Umpire's time called.*

C. Each player must play at least every other defensive inning. No player may sit out two (2) consecutive defensive innings. Once a player takes the field he/she cannot be removed from the playing field unless there is an injury or player must leave to use the restroom during the inning. A played inning constitutes 3 outs. This rule may be superseded by sections *21.B - Game Conduct* and sections *22.A,B,C,D - Player Leaves Game – Injury, Illness, Ejection, Planned*.

D. 7 year Old Games- 3 games a season, prior to the start of the 2nd half, all pinto teams must start 7 year olds in the infield positions. 7 year olds must play 1st base, 2nd base, 3rd base, SS, and pitcher. The catcher position can be an 8 year old or 7year old. 8 year old players can be substituted in after the 2nd inning (in the 3rd) to allow for a rotation of subs. The 7 year olds must return to the infield for the 4th inning. 7 year olds must pitch the entirety of these games.

4 – PITCHING RULES

A. (3) Any pitcher that hits 3 batters in an inning or 4 in an entire game shall be removed from the pitching position for the remainder of the game.

B. Pitchers will follow the below pitch count rules:

- a. 50 Pitches maximum daily
- b. Rest Rules:

i. 1-20 pitches – zero days rest

ii. 21-35 pitches – 1 days rest

iii. 36-50 pitches – 2 days rest

C. Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

D. Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.

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E. All other Pony pitching rules will apply in the Pinto Division.

5 – LENGTH OF GAMES

A. No new inning will be started after the 1-hour 30 minute time limit has expired. Extra innings may be played as long as time is available under the 1-hour 30 minute time limit.

16 – MANAGERS AND COACHES

A. Managers and coaches are not required to be dressed in full baseball uniforms. However, in order to promote a more professional atmosphere, coaches should wear team apparel or team colors. Conflicting team apparel should be avoided.

MUSTANG DIVISION RULES

1 – TEAMS

A. Teams shall consist of not more or less than twelve (12) players and should not exceed more than eight (8) players of the older age. The names of these players shall be registered with the league Player Agent. The only exception shall be made in compliance with ELBPB Team Placement Policy.

2 – EQUIPMENT

A. Rubber soled or rubber cleated shoes are permitted. Metal cleats are prohibited.

3 – PLAYING RULES

A: The entire roster of players present for the game shall bat in rotation. Any late players must be included at the bottom of the batting order.

B. All players must play at least every other defensive innings. No player shall sit out two (2) consecutive defensive innings. Once a player takes the field he/she cannot be removed from the playing field unless there is an injury or player must leave to use the restroom during the inning. A played inning constitutes 3 outs. This rule may be superseded by sections 21.B - *Game Conduct* and sections 22.A,B,C,D - *Player Leaves Game – Injury, Illness, Ejection, Planned*.

C. (1) Runners may lead-off and steal bases, as in Official Baseball Rules.

4 – PITCHING RULES

A. **VOID** (Rule not in effect) Mustang Division will not use a pitching machine or coach pitch. Players will pitch in this division.

1). There shall be two (2) balk warnings per pitcher per game. There will be no balk warnings in all games starting the first Monday in April. After the umpire has issued the second warning, the runners will advance on subsequent balks. Any runners that are thrown out when there is a balk warning are not out and will return to the base they came from. Any player successfully stealing a base during the Balk Warning shall be awarded that base.

B. (1) To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.

(2) The dropped third strike rule will NOT apply in games prior to the first Monday in April. A batter will be “out” after the third strike whether the catcher catches or drops the third strike. The dropped third strike rule WILL apply when games resume starting the first Monday in April.

(3) Any pitcher that hits 3 batters in an inning or 4 in an entire game shall be removed from the pitching position for the remainder of the game.

C. Pitchers will follow the below pitch count rules:

a. 75 Pitches maximum daily

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b. Rest Rules:

- i. 1-20 pitches – zero days rest
- ii. 21-35 pitches – 1 days rest
- iii. 36-50 pitches – 2 days rest
- iv. 51-65 pitches – 3 days rest
- v. 66+ pitches – 4 days rest

(4) Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

(5) Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.

(6) All other Pony pitching rules will apply in the Mustang Division.

5 – LENGTH OF GAMES

A. No new inning will be started after the 1-hour 45-minute time limit has expired. Extra innings may be played as long as time is available under the 1-hour 45-minute time limit.

6 – MANAGERS AND COACHES

A. Managers and coaches are not required to be dressed in full baseball uniforms. However, in order to promote a more professional atmosphere, coaches should wear team apparel or team colors. Conflicting team apparel should be avoided.

BRONCO DIVISION RULES

1 – TEAMS

A. Teams shall consist of not more or less than twelve (12) players and should not exceed more than eight (8) players of the older age. The names of these players shall be registered with the league Player Agent. The only exception shall be made in compliance with ELBPB Team Placement Policy.

2 – EQUIPMENT

A. Rubber soled or rubber cleated shoes are permitted. Metal cleats are prohibited.

3 – PLAYING RULES

A. The entire roster of players present for the game shall bat in rotation. Any late players must be included at the bottom of the batting order.

B. All players must play at least every other defensive inning. No player shall sit out two (2) consecutive defensive innings. Once a player takes the field he/she cannot be removed from the playing field unless there is an injury or player must leave to use the restroom during the inning. A played inning constitutes 3 outs. This rule may be superceded by sections 21.B - *Game Conduct* and sections 22.A,B,C,D - *Player Leaves Game – Injury, Illness, Ejection, Planned*.

4 – PITCHING RULES

A. (3) Any pitcher that hits 3 batters in an inning or 4 in an entire game shall be removed from the pitching position for the remainder of the game.

B. Pitchers will follow the below pitch count rules:

a. 85 Pitches maximum daily

b. Rest Rules:

- i. 1-20 pitches – zero days rest
- ii. 21-35 pitches – 1 days rest

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iii. 36-50 pitches – 2 days rest

iv. 51-65 pitches – 3 days rest

v. 66+ pitches – 4 days rest

C. Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed. A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

D. Rest is calculated as per calendar day. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.

E. All other Pony pitching rules will apply in the Bronco Division.

5 – LENGTH OF GAMES

A. No new inning will be started after the two-hour time limit has expired. Extra innings may be played as long as time is available under the two-hour time limit.

6 – MANAGERS AND COACHES

A. Managers and coaches are not required to be dressed in full baseball uniforms. However, in order to promote a more professional atmosphere, coaches should wear team apparel or team colors. Conflicting team apparel should be avoided.

GENERAL RULES - ALL DIVISIONS

1. GAME CONDUCT

A. Before, during, and after any ELB games, all league participants shall at all times conduct themselves in a civil and sportsmanlike manner. Any manager or coach ejected from a game must leave the park and may not return in the spectator, snack stand, or outfield areas. Failure to comply may result in a forfeit loss.

B. Mustang/Bronco players may be removed (benched) at any time before or during a game for the remainder of the game for disciplinary reasons. The manager shall report any such incident to the parent(s) at the conclusion of the game and to the Division Director as soon as possible.

C. Players must be in full uniform. If this is not possible for any reason, permission to play will be granted or denied by the official umpire.

D. A maximum of four (4) adults including (League Approved Manager, Three Coaches of Record, and/or Team Parent) are allowed in the dugout during the game. Except in the event of an emergency, only the manager or his/her representative may enter the field of play, and only after receiving permission from the umpire (with the exception of Tee-ball).

E. Players may not leave the field of play or the dugout for the purpose of obtaining food, candy, or soft drinks.

F. For safety reasons, players may not wear jewelry, rings, bracelets, necklaces, etc. Medical Alert bracelets may be worn, but must be taped in place.

G. A runner attempting to score may not initiate contact with the catcher (or other player covering home plate), or otherwise initiate an avoidable collision. If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher (or other player

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H. covering home plate) in such a manner, the umpire shall declare the runner out (regardless of whether the player covering home plate maintains possession of the ball). If the runner slides into the plate in an appropriate manner, he shall not be adjudged to have violated this rule. b. **Penalty** - The player will be removed from the game as well as suspended for the next game. Any future incidences with that specific team, the player will removed from the game and the player and manager will be suspended for the next game. There shall be no option to protest as this is a judgement call by the umpire.

I. Amplified music systems must be turned off at the request of any manager member with a game in progress or a board. Failure to do so by the parent (person playing the music) will stop the game and a warning will be issued to the manager of that team. Any explicit language and/or inappropriate content will warrant the parent (person playing the music) to be removed from the field.

J. A team failing to field at least nine uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game shall forfeit the game.

K. Only Rostered Players of each individual team will be allowed to participate in league games. Any non rostered player participating in a game shall be an illegal player.
PENALTY: Player and Manager shall be ejected from the game plus 1 additional game.

2. PLAYER LEAVES GAME – INJURY, ILLNESS, EJECTION, PLANNED

A. If a player becomes injured or sick during a game he/she will be skipped in the batting line up with no penalty whatsoever.

B. If a player is going to leave early, the manager must advise the opposing team manager and umpire prior to the start of the game. If this is done, there will be no penalty when the player leaves.

C. If a player is ejected from a game, his/her next scheduled at bat will be declared an out, no further penalty will be administered the rest of the game.

D. If a player leaves during a game for any reason, other than in accordance with those mentioned in A, B, and C above, his/her next scheduled at bat will be declared an out, no further penalty will be administered the rest of the game.

3. SPEED UP RULE

A. When there are one or more outs, the team at bat may use a courtesy runner for the catcher of record. The courtesy runner will be the last available out.

4. RAIN-OUT POLICY

A. In the event of rainfall within a 24-hour period prior to the start of the next scheduled game:
(1). One hour prior to the scheduled start of a game opposing managers (or official representative) and one (1) on-site Board member will assess the field and dugout areas for safe playing conditions. They shall then determine if the scheduled game should be delayed or postponed. A decision may also be made at that time if the remainder of the games scheduled for that day (field specific) shall also be postponed.

(2). In the event that opposing managers and the on-site Board member cannot agree upon delay or postponement due to unsafe playing conditions, the Board member's determination shall take precedence over the two (2) managers in order to fulfill the league's responsibility to provide safe playing conditions and facilities.

B. In the event of rainfall immediately prior to the start of a scheduled game:

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(1). Opposing managers (or official representative) and one (1) Board member will assess the field and dugout areas for safe playing conditions. They shall then determine if the scheduled game should be delayed or postponed.

D. If a game is postponed it shall be the responsibility of the on-site Board member involved with the determination, to notify the Chief Umpire of the need to cancel the scheduled umpire(s). It shall be the responsibility of the home team manager to notify the Division Director of the postponement in order for the game to be rescheduled. It shall be the responsibility of the Division Director to notify the scheduler to reschedule postponed games and upon notification by the scheduler of the revised game date and time to notify those managers affected by the changes. Failure to comply with these procedures may result in unnecessary additional expense to the league in umpire fees and disciplinary action can result to those managers involved.

E. If the scheduled start time of a game is delayed due to unsuitable weather, field condition, or any circumstance beyond the control of the league, opposing managers (or official representative) and one (1) on-site Board member will determine the length of the delay in 15-minute increments. If determined that there is sufficient time remaining (schedule start time-delay time = time remaining) to play a complete game, the actual game start time shall be the official scheduled start time. Refer to Rule #11 – Length of Game policy of complete game duration for each division.

L. As soon as the umpire takes charge of the playing field, they shall have sole authority to determine when a game shall be called, suspended, or resumed on account of weather or the condition of the playing field (O.B.R. 4.01.d).

M. In the event of a suspended game it shall be the responsibility of the home team manager to notify the Division Director of the suspended game in detail (number of innings played or remaining, etc), in order for the game to be rescheduled. It shall be the responsibility of the Division Director to notify the scheduler to reschedule suspended games and upon notification by the scheduler of the revised game date and time to notify those managers affected by the changes.

N. ALL RAINED OUT, SUSPENDED, OR POSTPONED GAMES SHALL BE RESCHEDULED TO & PLAYED ON THE FIRST AVAILABLE SUNDAY. ANY TEAM NOT ABLE TO FIELD A TEAM ON RESCHEDULED DATE SHALL FORFEIT. NO EXCEPTIONS

5. PLAYOFF GUIDELINES

A. Seeding will be based, in the following order, on winning percent, number of wins, head to head, runs against, runs for, coin flip.

6. FALL BALL

A. Registration Cost

Add \$5 for registration per player. The costs would cover snack bar sub's throughout fall ball.

F. Pinto Division

After ball four, the batting player's coach shall come to the mound and pitch. The pitching coach must stand upright (no taking a knee), and throw overhand. When the coach comes out to pitch, the number of strikes on the batter shall carry over. The coach may strike out his own player either swinging or looking (as called by the umpire). The coach may throw a maximum of five pitches. If the ball is not put into play within five pitches, the batter shall be declared out. If the batter hits a "comebacker" that contacts the coach, that pitch shall be declared no pitch. After 3 runs have crossed home during an inning, the teams will switch offense and defense.

7. BAT RULES

In conjunction with USA Baseball and its other participating national member organizations, PONY Baseball has adopted the new USA Baseball bat standard (USABat). Effective January 1, 2018, with the

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exception of -3 (BBCOR certified), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. All 2 1/4" and 2 5/8" minus factor bats -5, -7, -9, etc. used in 2017 will be illegal to use in 2018.

Penalty – The player in violation of this bat rule will be record an out if they step into the batter box with the illegal bat. There shall be no option to protest as this is a judgement call by the umpire.